

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Original) A method, comprising:
receiving an input signal;
extracting a haptic code from the input signal, the haptic code being associated with a haptic logo; and
providing a control signal to an actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo.
2. (Currently Amended) The method of claim 1, wherein the haptic logo is associated with a status event.
3. (Currently Amended) The method of claim 2, wherein the status event includes at least one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.
4. (Currently Amended) The method of claim 1, wherein the haptic effect is output to a handheld communication device.
5. (Currently Amended) A method, comprising:
receiving an input signal associated with a chat message;
causing ~~an avatar~~ a graphical representation associated with the chat message to be displayed on a handheld communication device; and
outputting a control signal to an actuator coupled to the handheld communication device, the control signal configured to cause the actuator to output a haptic effect associated with the chat message.

6. (Currently Amended) The method of claim 5, further comprising:
extracting a haptic code from the input signal, the control signal being based at least in part on the haptic code.
7. (Currently Amended) The method of claim 5, further comprising:
correlating the haptic effect is with an expression of the graphical representation avatar.
8. (Original) A computer-readable medium on which is encoded program code, comprising:
program code for receiving an input signal;
program code for extracting a haptic code from the input signal, the haptic code being associated with a haptic logo; and
program code for providing a control signal to an actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo.
9. (Currently Amended) The computer-readable medium of claim 8, wherein the haptic logo is associated with a status event.
10. (Currently Amended) The computer-readable medium of claim 9, wherein the status event includes at least one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.
11. (Currently Amended) The computer-readable medium of claim 8, wherein the haptic effect is output to a handheld communication device.
12. (Currently Amended) A computer-readable medium on which is encoded program code, comprising:
program code for receiving an input signal associated with a chat message;

program code for causing a graphical representation ~~an avatar~~ associated with the chat message to be displayed on a handheld communication device; and

program code for outputting a control signal to an actuator coupled to the handheld communication device, the control signal configured to cause the actuator to output a haptic effect associated with the chat message.

13. (Currently Amended) The computer-readable medium of claim 12, further comprising:
program code for extracting a haptic code from the input signal, the control signal being based at least in part on the haptic code.

14. (Currently Amended) The computer-readable medium of claim 12, further comprising:
program code for correlating the haptic effect is with an expression of the graphical representation ~~avatar~~.

15. (Original) A data stream embodied in a carrier signal, carrying instructions to:
receive an input signal;
extract a haptic code from the input signal, the haptic code being associated with a haptic logo; and
provide a control signal to an actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo.

16. (Currently Amended) A data stream embodied in a carrier signal, carrying instructions to:
receive an input signal associated with a chat message;
cause a graphical representation ~~an avatar~~ associated with the chat message to be displayed on a handheld communication device; and
output a control signal to an actuator coupled to the handheld communication device, the control signal configured to cause the actuator to output a haptic effect associated with the chat message.

17. (Original) An apparatus, comprising:
a processor;

an actuator in communication with the processor; and
 a memory in communication with the processor, the memory storing program code executable by the processor, including:

- program code for receiving an input signal;
- program code for extracting a haptic code from the input signal, the haptic code being associated with a haptic logo; and
- program code for providing a control signal to the actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo.

18. (Currently Amended) The apparatus of claim 17, wherein the actuator is coupled to a handheld communication device.

19. (Currently Amended) The apparatus of claim 18, wherein the handheld communication device includes at least one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and an MP3 player.

20. (Currently Amended) The apparatus of claim 17, wherein the haptic logo is associated with a status event.

21. (Currently Amended) The apparatus of claim 20, wherein the status event includes at least one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.

22. (Currently Amended) The apparatus of claim 17, wherein the memory further stores a haptic lookup table associating a plurality of haptic codes each with a control signal.

23. (Currently Amended) The apparatus of claim 22, wherein the memory further stores program code to download the haptic lookup table from a remote source.

24. (Currently Amended) An ~~The~~ apparatus, comprising:

a processor;
a display module in communication with the processor;
an actuator in communication with the processor; and
a memory in communication with the processor, the memory storing program code executable by the processor, including:
 program code for receiving an input signal associated with a chat message;
 program code for causing a graphical representation ~~an avatar~~ associated with the chat message to be displayed on the display module; and
 program code for outputting a control signal to the actuator, the control signal configured to cause the actuator to output a haptic effect associated with the chat message.

25. (Currently Amended) The apparatus of claim 24, wherein the actuator is coupled to a handheld communication device.

26. (Currently Amended) The apparatus of claim 25, wherein the handheld communication device includes at least one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and an MP3 player.

27. (Currently Amended) The apparatus of claim 25, wherein the display module is included in the handheld communication device.

28. (Currently Amended) The apparatus of claim 27, wherein the display module includes a liquid crystal device.